

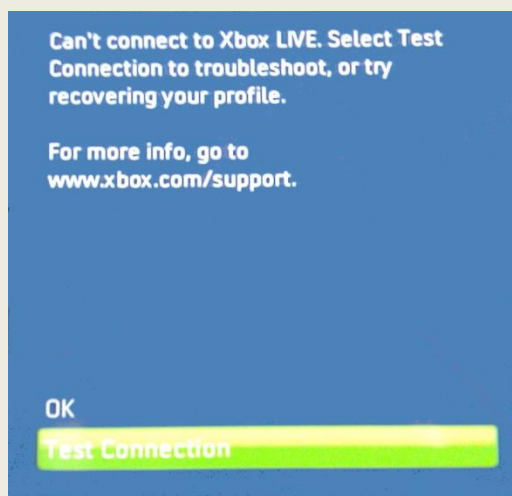
Safe•Connect | Game Console Detection

This document discusses the End User process for connecting game consoles to a Safe•Connect enforced network.

Xbox

Detection Overview: The End User connects the Xbox to the network and receives an IP address. Safe•Connect will detect and block the device as an unknown detection client. The End User then connects to Xbox Live. Safe•Connect identifies the Xbox by analyzing the behavior of the Xbox on the network and properly classifies the device as a gaming console, allowing internet access.

1. Connect the Xbox to the network.
2. The initial network connection test may fail at this time.



3. Sign in to Xbox Live via the Xbox Dashboard. (not from the test screen)



Wii

Detection Overview: The End User connects the Wii to the network and receives an IP address. Safe•Connect receives layer 3 information indicating the IP address is active on the network and responds by blocking the device as an unknown detection device. In order for SafeConnect to reliably identify this device as a “Wii Gaming Console”, the end user is required to attempt access to an external resource via the Internet channel.

Internet Channel installed:

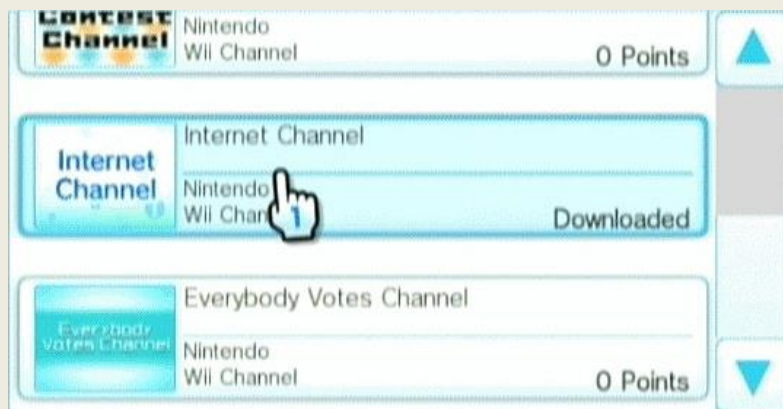
1. Connect the Wii to the network.
2. Open the Internet Channel from the home screen and click “start”.



3. Attempt to search/access and external web resource.
4. The Safe•Connect dashboard should now show the device as a “Wii Gaming Console”

Internet Channel not installed:

1. Grant the End User a 1-time Open Access window to acquire it for free from the Wii shopping channel.

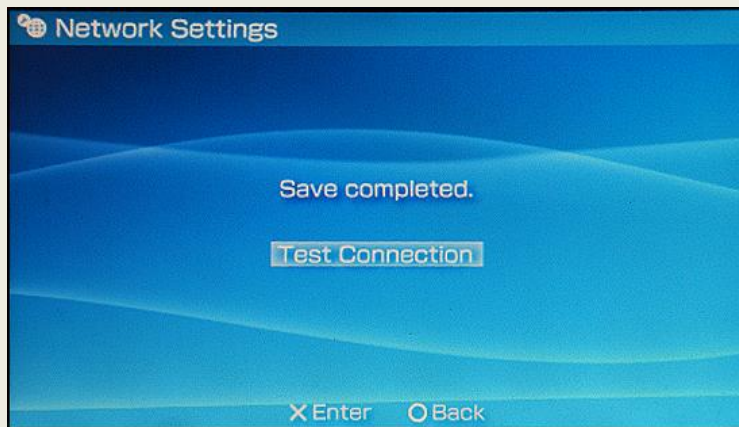


2. Open the Internet Channel from the home screen and click “start”.

PS3

Detection Overview: The End User connects the PS3 into the network and receives an IP address. Safe•Connect will detect and block the device as an unknown detection client. The End User connects to the PlayStation Network. Safe•Connect identifies the PS3 by analyzing their behavior the devices behavior on the network and properly classifies the devices as a gaming console allowing internet access.

1. Connect the PS3 to the network.
2. When configuring the internet connection, skip the "Test Connection" option as this test may fail the first time.



3. Sign in to the PlayStation Network via the XMB.

